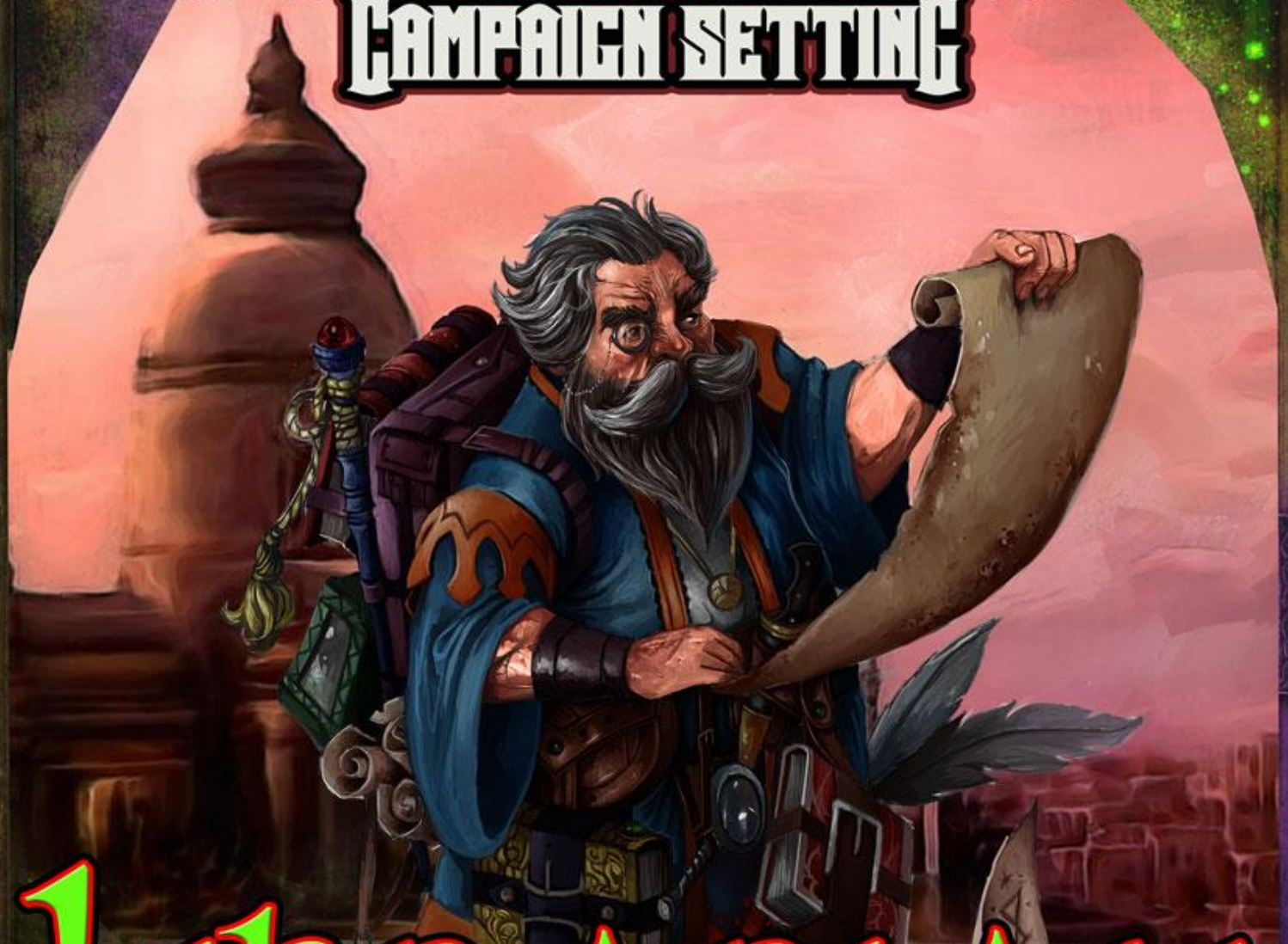
Shattered Skies

Campaign Setting



Librarian

Hybrid Class

Jarrett Sigler

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2014

Pathfinder Roleplaying Game Compatible

OGL 3.5 System Compatible

Librarian

Hybrid Class

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Librarian

The librarian is the consummate scholar and sage. Master historians, there is almost no subject or object that they cannot glean some insight into. Besides their unparalleled knowledge, librarians have the ability to use a limited number of spells each day by using ancient books of lore as arcane implements.

Role: Librarians work with groups that lack traditional spellcasters or the services of a bard. They are often found working in cities in the employ of a wizard or government official, performing researching and cataloguing tasks.

Alignment: Any
Hit Die: d6
Parent Class: Bard and Occultist
Starting Wealth: 2d6x10 gp (average 70 gp)

Class Skills

The librarian's class skills are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), and Use Magic Device (Cha).

Skil Ranks per Level: 6 + Int modifier.

Class Features

The following are the class features of the Librarian.

Weapon and Armor Proficiency: A librarian is proficient with light armor and bucklers and ignores any arcane spell failure chance when employing light armor or bucklers. Librarians are proficient with light weapons.

Spellcasting: A librarian casts spells drawn from his collection of exotic tomes called libri or libris for a singular book. He can cast any spell he knows without preparing it ahead of time. To learn how to cast a spell, a librarian must have an Intelligence score equal to at least 10 + the spell level. The difficulty class for saving throws against a librarian's spell is equals to 10 + the spell level + the librarian's Intelligence modifier. A librarian can only cast a certain number of spells of each level per day. His base daily allotment is given on Table: Librarian. In addition, he gains bonus spells per day if he has a high Intelligence score.

The librarian's selection of spells is limited. For each libris he learns to use, he can add one spell from that libris school's list to his list of spells known at each spell level. If the librarian selects the same libris multiple times, he gains another spell from that list at every level to his list of spells known. A librarian can cast any spells he knows at any time,

Table: Librarian

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day 1	2	3	4	5	6
1st	+0	+0	+0	+2	Athenaes, Knacks, Quick Study, Libris 1	1	-	-	-	-	-
2nd	+1	+0	+0	+3	Magic Item Familiarity	2	-	-	-	-	-
3rd	+1	+1	+1	+3	Bestow Knowledge +2	3	-	-	-	-	-
4th	+2	+1	+1	+4	Libris 2	3	1	-	-	-	-
5th	+2	+1	+1	+4	Eidetic Memory 1	4	2	-	-	-	-
6th	+3	+2	+2	+5	Bestow Knowledge +3	4	3	-	-	-	-
7th	+3	+2	+2	+5	Libris 3	4	3	1	-	-	-
8th	+4	+2	+2	+6	Sharp Analysis	4	4	2	-	-	-
9th	+4	+3	+3	+6	Bestow Knowledge +4	5	4	2	-	-	-
10th	+5	+3	+3	+7	Libris 4	5	4	2	1	-	-
11th	+5	+3	+3	+7	Eidetic Memory 2	5	4	4	2	-	-
12th	+6/+1	+4	+4	+8	Bestow Knowledge +5	5	5	4	3	-	-
13th	+6/+1	+4	+4	+8	Libris 5	5	5	4	3	1	-
14th	+7/+2	+4	+4	+9	Instant Study	5	5	4	4	2	-
15th	+7/+2	+5	+5	+9	Bestow Knowledge +6	5	5	5	4	3	-
16th	+8/+3	+5	+5	+10	Libris 6	5	5	5	4	3	1
17th	+8/+3	+5	+5	+10	Eidetic Memory 3	5	5	5	4	4	2
18th	+9/+4	+6	+6	+11	Bestow Knowledge +7	5	5	5	5	4	3
19th	+9/+4	+6	+6	+11	Libris 7	5	5	5	5	5	4
20th	+10/+4	+6	+6	+12	Eidetic Memory 4	5	5	5	5	5	5

assuming he has not yet used up his allotment of spells per day for the spell's level. To cast a spell, the libris must be in hand. Attempting to cast a spell without the libris causes the spell to consume an additional spell from the spell's level allotment.

Libris (Su): At first level, and every 3rd level after the first, the librarian can attune to a specific ancient tome called a libris. Each libris is attuned to a specific school of spells from the bard and the occultist spell list. Once a libris school is chosen it cannot be changed. If a spell appears on both the occultist and the bard spell lists, the librarian gains access to the spell at the earliest level of the two lists.

Additionally, when the librarian chooses a Libris to attune to, he learns to use that Libris's power.

Athenaeums (Su): The librarian carries around with him a large number of tomes, historical documents and reference material. Each item of intellectual significance that he comes across becomes another possible investment of knowledge and experience. These items,called athenaeums, become psychically attached to the librarian as he mentally catalogs and organizes them.

At first level, has an intimate knowledge of how one catalogs and organizes information. Any attempt to use a knowledge check while in a library is taken at half the time. While inside a library, a librarian may transcribe spellbooks, scrolls, and other texts in ½ the time without the cost of ink. Furthermore, a librarian can make all Knowledge skill checks untrained.

Each day a librarian may invest 1 spell slot of any level he can cast into an athenaeum, and may then cast the chosen spell with a +1 to the Spell's save DC. If the spell goes uncast, it remains stored in the athenaeum for a number of days equal to the librarian's level +1 before it

is lost. A librarian may only have one one active athenaum at a time.

Knacks: A librarian learns one knack, or 0–level psychic spell, each time he selects a libris (including when he selects a libris he already has learned to use). These spells are cast like any other spell, but they can be cast any number of times per day. Knacks cast using any other spell slots because of metamagic feats applied to them, for example consume spell slots as normal.

Quick Study (Ex): The librarian's list of spells known is mutable but small, and with total focus a librarian can study the secrets held in his any of his libris. After a full minute of solid study, the librarian can change a single spell on his spells known list with any other in among the libris he studied. He may perform this any number of times a day, but each time it takes a full minute for each spell. The new spell remains in memory for 1 hour per librarian level, after which the spell gained by Quick Study is replaced with the original spell known.

When changing spells, the spell learned must be the same level as the spell replaced.

Magic Item Familiarity (Sp): A librarian can activate spell completion magic items after ten minutes of study. The librarian can retain the knowledge of how to activate only one spell completion item at a time. Should a librarian study a new item, he loses the ability to activate any previous items studied. The knowledge of how to activate the item lasts for 1 day, then the knowledge fades.

Bestow Knowledge (Ex): At third level the librarian can recite wrote knowledge from many of his research about a single creature he identifies with a knowledge check. The librarian may give up a single question about a creature, to grant his allies within 30 feet a +2 circumstance bonus on attack rolls, damage rolls, caster level, or saving throws against that creature. The librarian chooses one kind of bonus to add to his allies when he forgos the question. The circumstance bonus lasts 1 round per intelligence modifier. This bonus increases to +3 at level 6 and increases by another 1 every 3 levels. A librarian may bestow knowledge three times a day plus his charisma modifier.

Eidetic Memory (Su): Upon reaching fifth level the librarian is an absolute master at finding information on a topic and retaining it his mind. The librarian gains a pool of memory points every day when he wakes up. The memory points may be expended for one of the following effects:

Eidetic Memory (Ex): In a brilliant flash of insight, the librarian recalls a specific document on the topic at hand. With a minute of concentration the librarian may take a 20 on a knowledge check, a profession check, a spellcraft check.

Meticulous Study (Ex): Recalling all the stories about glorious treasures in the world, the librarian gains the effects of the identify spell when attempting to identify the effects of a single item.

Tactical Reference (Su): Researching old historical documents has granted the librarian tactical insite. The librarian can grant a +4 dodge bonus to AC to an ally that can hear him for a single round.

Manual Reference (Su): Recalling old manuals the librarian assist craft checks untrained by imbuing the crafter with a +1 circumstance bonus on a single craft for every level the librarian has attained.

Forbidden Reference (Su): In a locked away portion of the librarian's mind are treasure of knowledge that was likely repressed to keep the populace's mind at ease. The librarian may reroll a single knowledge check to identify a creature. Any questions garnered by this reroll may not be forfeit for the Bestow Knowledge ability.

Recall Spell Proceedures (Su): With all the vast research at the librarian's command divine and arcane knowledge some of the most esoteric and often sought knowledges in his repertoire. The librarian can explain the how to tap into inner reserves inside a mind and restore 1 spell an ally has already cast with a spell level equal to or less than the highest level spell the librarian can cast.

Arcane Ritual Patterns (Su): The librarian can draw arcane circles with expert efficiency and effectiveness with a full-round action. When an ally spell-caster stands in the circle and casts a spell, the circle disappears but and the spells effective caster level goes up by 2.

Phrase Book Memory (Su): The librarian may add a single language to the list of languages he knows to communicate with a single humanoid. The language is only added for a number of minutes equivalent to his charisma modified.

Sharp Analysis (Ex): At 8th level when the librarian attempts to make a Knowledge check, Linguistics check, Perception check, Spellcraft check, or a Use Magic Device check he may add a single d6 to the roll after the check is made, but before the result is revealed, by consuming a single Bestow Knowledge use for the day. The librarian may assist another character using one of these skills, and may add a d6 to that character's roll without consuming one of the librarian's Bestow Knowledge uses for the day.

Instant Study (Ex): At 14th level, as long as the librarian has the correct libris in hand, he may cast any spell in the libris as long as he consumes 2 spell slots of the same spell level as the spell cast. The librarian may also study a scroll as a move action. The librarian may cast that scroll without consuming it as long as he sacrifices a spell slot of the same level of spell or lower. The librarian may repeat this as long as the librarian spends another move action to study the scroll and as long as the librarian has remaining spell slots matching the level of the spell.

Libris Schools

Librarians can choose any of the following libris collections to learn spells from, each represent a specific school of magic. A librarian can select a libris school more than once, as noted in the libris class feature.

Aegis Armory

Word of Protection (Su): Upon learning the secret arts of protection, the librarian can read a passage that helps allies or himself. As a full-round action, the librarian reads many passages from this book granting the ally 5 energy resistance to either acid, electricity, fire or sonic damage. The ally must be able to hear the librarian to receive this bonus. This energy resistance increases by 2 for every four levels the librarian attains. Maintaining the reading is a standard action, as long as the Libri remains in the hands of the librarian.

Each time the librarian chooses to focus on more libris from the Aegis Armory collection, he gains an additional ally he can expend this bonus to. The librarian may use this ability for a number of rounds equal to his level plus his charisma modifier.

Spell List: All abjuration spells the occultist and bard spells of each appropriate spell level as indicated in the class feature Spellcasting.

Encyclopedia Exotica

Caller's Reference (Su): As a full–round action the librarian can reference the various texts of the *Encyclopedia Exotica.* Doing so allows the librarian to find instructions to safely call a specific creature to his location or move them to a desired location. The creature is marked with a special brand and for 1 minute per librarian level, the librarian may move them 30 feet in a desired direction as a standard action. The creature must be willing to make the move, and the librarian must be able to see the creature's current location and the new location.

The librarian may mark one additional creature each time the he chooses to attune to the *Encyclopedia Exotica*. The librarian may use this ability once per day per charisma modifier.

Spell List: All conjuration spells the occultist and bard spells of each appropriate spell level as indicated in the class feature Spellcasting.

The Sight Beyond

Omen Referral (Su): As a full–round action the librarian can reference a the manuals of The Sight Beyond to enhance his own senses and read the omens in the world around him. The librarian learns some gleaning insight about the future of the course of actions. For one minute per character level, the librarian may roll an additional d20 on a single check and take the higher result and end this effect immediately. The librarian may as a standard action to allow an ally within 30 feet to reroll a single d20 as he shouts warnings and guidance from the various possibilities he's gleaned from hims reference. The ally must take the new result, even if it is lower, but using this ability in this way does not end the duration.

The librarian may use this ability one + his wisdom modifier times per day, for each time he choses to The Sight Beyond as his libris.

Spell List: All divination spells the occultist and bard spells of each appropriate spell level as indicated in the class feature Spellcasting.

Mystificarum Compendiums

Bewildering Machinations (Su): As a full–round action the librarian can reference use his psychic focus to guide his readings to mystify and enchant others. The librarian selects a single creature in 30 feet that can hear the librarian and speaks of things only the individual creature could know through a voice only the creature can hear. The creature must succeed a will save DC: 10 + ½ the librarian level + the librarian's charisma modifier or have the creature's attitude moved one step more friendly. The attitude adjustment only lasts a single minute before returning to it's original state. If the creature succeeds the will save, the creature sees through the manipulations and becomes one step more hostile for a single minute, before the attempt passes from memory.

This is a mind effect, and the librarian must know the language of the creature to use this power.

Each time the librarian chooses the Mystificarum Compendiums as his libris beyond the first, the DC of

the will save increases by 2.

Spell List: All enchantment spells the occultist and bard spells of each appropriate spell level as indicated in the class feature Spellcasting.

Unlocking The Tempest Elemental

Elemental Gift (Su): Through reading the libris Unlocking the Tempest Elemental the librarian learns how to infuse his allies with elemental power. With a full round action the librarian and inscribe a single brand on a creature and choose an element, acid, cold, fire, or lightning. The ally gains the ability to throw a bolt of energy of the chosen type that deals 1d4 +1 points of damage on a successful ranged touch attack. The ally may throw one bolt of energy per the librarian's intelligence modifier. The range of the energy bolt is 30 feet.

Should the librarian choose this libram as his focus again, the librarian may choose and additional energy type and have it deal another additional d4 +1 points of energy damage from that type.

Spell List: All evocation spells the occultist and bard spells of each appropriate spell level as indicated in the class feature Spellcasting.

Cryptographic Scyphers

Shrouding Hymn (Su): Studying the cryptographic scyphers illuminates secrets of perception, reality and the mortal experience. Reciting specific phrases and terms to an individual can cause them to be perceived differently. As a standard action, the librarian may

recite these to a specific creature within 30 feet and may change the appearance of the creature targeted. The creature's appearance cannot change a lot, but things like hair-color, weight, clothes, voice and smell can be changed as to make the creature indistinguishable as itself but the librarian cannot emulate another's appearance. The creature gains a +5 bonus on disguise checks to not be recognized. This bonus lasts as long as the librarian speaks and the selected creature can hear the librarian.

The librarian may speak for a number of rounds equal to his librarian level. Each time the librarian chooses these this libris as his focus the disguise bonus goes up by another 3.

Spell List: All illusion spells the occultist and bard spells of each appropriate spell level as indicated in the class feature Spellcasting.

The Euthanasia Manuscripts

Funerary Rites (Su): The librarian can refer to the euthanasia manuscripts and learn about the dead, death, and the passing of mortals. As a full-round action the librarian can prepare a corpse for use in spells. Spells cast on the corpse count as if the caster had a 4 more levels for the purposes of spell duration or effects. The corpse retains this benefit as long as the corpse is not moved, or damaged. The corpse loses this benefit should a spell be cast on it, or the corpse is marred in any way. Any spells enhanced by meta-magic feats do not benefit from the increased caster level, but they still consume the enhancement. The librarian can only prepare one corpse per day using this ability.

Each time the librarian chooses the Euthanasia Manuscripts as his libris focus, the librarian can use this ability an additional time.

Spell List: All necromancy spells the occultist and bard spells of each appropriate spell level as indicated in the class feature Spellcasting.

Transubstantiate Volumes

Physical Instruction (Su): Inside the transubstantiate volumes are instructions on how to get the most out of one's body, and transcend the limitations of it. The librarian can recite from the libris as to how to get the most out of one's actions; and grant a single creature a +2 circumstance bonus to strength, dexterity or constitution for a single minute as a full–round action. The librarian can grant this bonus to any creature that can hear him within 30 feet.

Each time the librarian chooses the Transubstantiate Volumes as his libris the circumstance bonus increases by another +2. He can grant this instruction to creatures three times per day, plus one additional time per wisdom modifier.

Spell List: All transmutation spells the occultist and bard spells of each appropriate spell level as indicated in the class feature Spellcasting.

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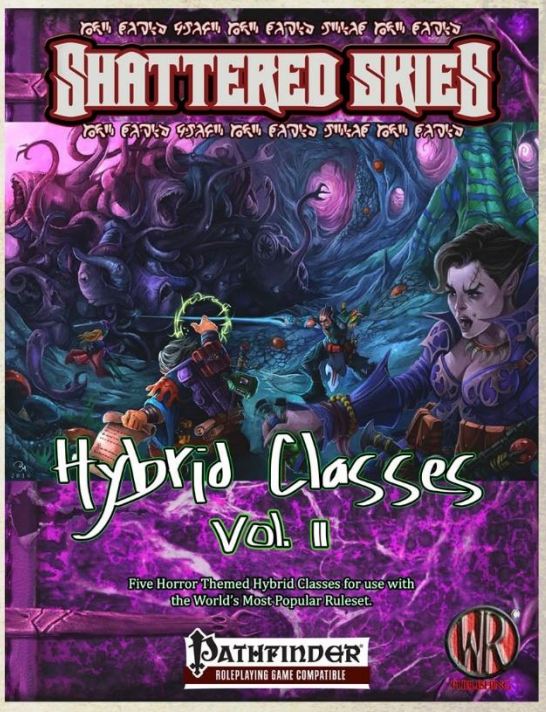

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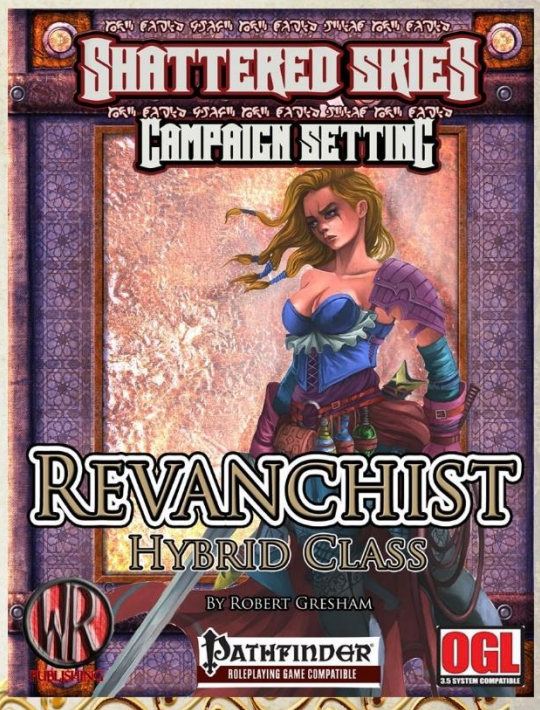

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